

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Koshi (Mist Lynx) D

Movement Points:

Walking: 7

Running: 11

Jumping: 6

Engine Type: 175 XL

Tonnage: 25

Tech Base: Clan

Rules Level: Standard

Role: Striker

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/2	LA	1	2/Sht	2	9	18	27
[DB,R/C]								
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Small Laser	RA	2	5 [DE]	—	2	4	6
1	Active Probe	HD	—	[E]	—	—	—	5

Ammo: (Ultra AC/2) 45

BV: 821

WARRIOR DATA

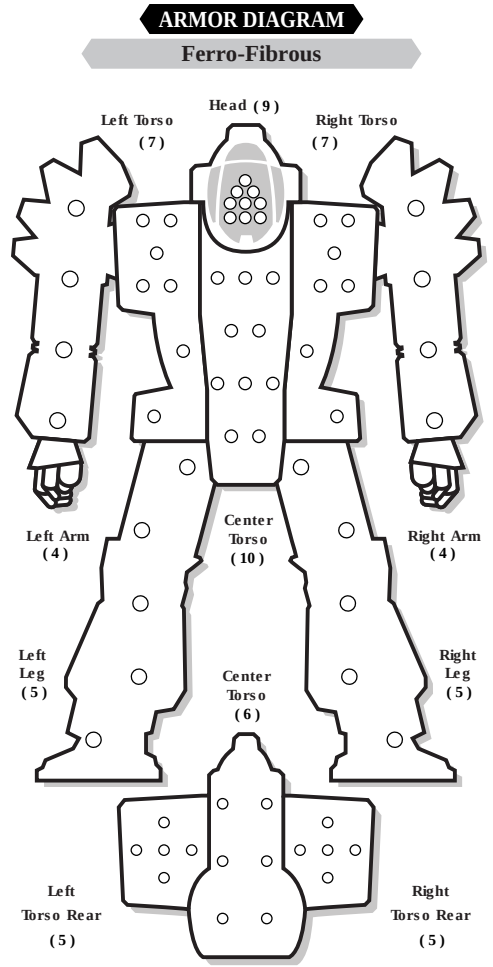
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #



CRITICAL TABLE

Left Arm (CASE)

1. Shoulder

2. Upper Arm Actuator

3. Ultra AC/2

4. Ultra AC/2

5. Ammo (Ultra AC/2) 45

6. Endo Steel

Center Torso

1. XL Fusion Engine

2. XL Fusion Engine

3. XL Fusion Engine

4. Gyro

5. Gyro

6. Gyro

Left Torso

1. XL Fusion Engine

2. XL Fusion Engine

3. Double Heat Sink

4. Double Heat Sink

5. Double Heat Sink

6. Double Heat Sink

Right Arm

1. Shoulder

2. Upper Arm Actuator

3. Lower Arm Actuator

4. Hand Actuator

5. ER Medium Laser

6. ER Small Laser

Right Torso

1. XL Fusion Engine

2. XL Fusion Engine

3. Double Heat Sink

4. Double Heat Sink

5. Jump Jet

6. Jump Jet

Left Leg

1. Hip

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Endo Steel

6. Roll Again

Right Leg

1. Hip

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Endo Steel

6. Roll Again

Engine Hits

Gyro Hits

Sensor Hits

Life Support

CATALYST

game labs

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel

Heat Scale

30*

29

28*

27

26*

25*

24*

23*

22*

21

20*

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

0

Overflow

HEAT DATA

Heat Level*

Effects

Double Heat Sinks: 10 (20)

30 Shutdown

28 Ammo Exp, avoid on 8+

26 Shutdown, avoid on 10+

25 -5 Movement Points

24 +4 Modifier to Fire

23 Ammo Exp, avoid on 6+

22 Shutdown, avoid on 8+

20 -4 Movement Points

19 Ammo Exp, avoid on 4+

18 Shutdown, avoid on 6+

17 +3 Modifier to Fire

15 -3 Movement Points

14 Shutdown, avoid on 4+

13 +2 Modifier to Fire

10 -2 Movement Points

8 +1 Modifier to Fire

5 -1 Movement Points